AF Better Scroll View

Documentation

Overview

AF Better Scroll View is a flexible uGUI scroll-based selection component for Unity. It provides single or multiple selection, three item-source workflows, optional search and natural sorting, configurable panel positioning, and a runtime API without tying the component to any specific type of data.

The same component can be populated from scene-authored hierarchy items, Inspector data, or entirely at runtime through code.

Quick Setup

1. Add the AF Better Scroll View prefab to a Canvas.
2. Choose the Selection Mode: Single or Multiple.
3. Choose the Panel Position: Below, Center, or Above.
4. Choose an Item Source: Hierarchy, Inspector, or API.
5. Enable Search and/or Sort if required.
6. Configure the selected-item display and other assignments as needed.
7. For Hierarchy source, add or duplicate item rows under the Content object. For Inspector source, populate the Items list. For API source, supply items at runtime using SetItems() or AddItem().

Item Sources

Hierarchy - Uses AF Better Scroll View Item components authored directly under the Scroll View Content object. Their existing text and image presentation is preserved.

Inspector - Generates rows from the serialized Items list. Each item can contain text and an optional image.

API - Generates rows at runtime using SetItems() or AddItem(). API items can also carry an arbitrary runtime value for application-specific data.

Selection

Single - One item can be selected at a time. Selecting an item updates the selected display and closes the panel.

Multiple - Any number of items can be selected. The panel remains open while selecting, and the selected display can show the number of selected items.

Selection can also be controlled and queried through the runtime API, including SetSelected(), ClearSelection(), SelectAll(), IsSelected(), SelectedIndex, and SelectedIndices.

Search and Sort

Search is optional and filters existing rows by their displayed text without rebuilding the list.

Sort is optional and supports ascending and descending natural alphanumeric ordering. Natural sorting keeps numbered labels in expected human order, for example Item 1, Item 2, Item 10 rather than Item 1, Item 10, Item 2.

When both Search and Sort are disabled, the Filters area is hidden.

Panel Position and Blocker

The selection panel can open Below, Center, or Above the trigger control.

An optional blocker can cover the surrounding Canvas while the panel is open. Clicking the blocker closes the panel.

Runtime API

Common runtime methods include:

- SetItems(IEnumerable<string>)
- SetItems(IEnumerable<ItemData>)
- AddItem(string, Sprite, object)
- AddItem(ItemData)
- ClearItems()
- SetSelected(int)
- SetSelected(IEnumerable<int>)
- ClearSelection()
- SelectAll()
- IsSelected(int)
- GetItem(int)
- GetItemData(int)
- GetSelectedValue<T>()
- GetSelectedValues<T>()
- SetSearch(string)
- ClearSearch()
- SetSortMode(SortMode)
- Open(), Close(), and Toggle()

ItemData contains Text, Image, and an optional runtime Value. GetValue<T>() can be used to retrieve the stored application-specific object.

Events

UnityEvents are provided for selection changes, single-selection changes, opening, and closing. C# events are also available for selection changes and single-selection changes.

Item Presentation

AF Better Scroll View Item contains references for the row Button, text label, optional image, and selected indicator. Hierarchy-authored rows can therefore be styled directly, while Inspector and API rows use the assigned item prefab.

The package is designed to remain presentation-agnostic: developers can adapt the supplied prefabs or create their own visual styling while retaining the selection behavior.

Namespace and Dependencies

Namespace: ArcanaFutura.UI.BetterScrollView

UI system: Unity uGUI

Text: TextMeshPro

No third-party runtime dependency is required.

Demo

The included demo demonstrates Hierarchy, Inspector, and API item sources with scrollable item sets, as well as Search, natural Sort, single/multiple selection, selected-item presentation, and panel behavior.

Contact

Have a question, need help, or found a bug? Please use our online contact form and we'll get back to you as soon as possible.

Website: https://arcanafutura.eu/

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